User's Manual

Version 3.1 - January 2011

Xedio Cutter

Xedio

From Xedio Suite

EVS

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What's New?

The following table describes the sections updated to reflect the new and modified features on Xedio Cutter from Xedio Suite 3.1 (compared to Xedio Suite 3.0).

In the user manual, the icon

has been added on left margin to highlight information on new and updated features.

Click the section number (or the description) in the table to jump directly to the corresponding section.

Section	Description
2.1, 2.3	Revised area for the database search and filter.
3.1	Audio vumeters are displayed on the Player Pane.
3.1	A new button is available from the Player area to access the ganged camera selection list.
3.3.5	Support of 16 audio channels
4.3.2	Rule applied to the selection of audio channels when a storyboard is exported to an edit.

1. Introduction

1.1 PURPOSE

The Xedio Cutter is a module of the Xedio Suite of applications. It allows the selection of portions of media to be placed into a list to export (the storyboard) as a "rough cut edit". This can then be refined and produced as a final edit using the more sophisticated tools available in the full non-linear timeline editing environment it provides.

1.2 USER INTERFACE

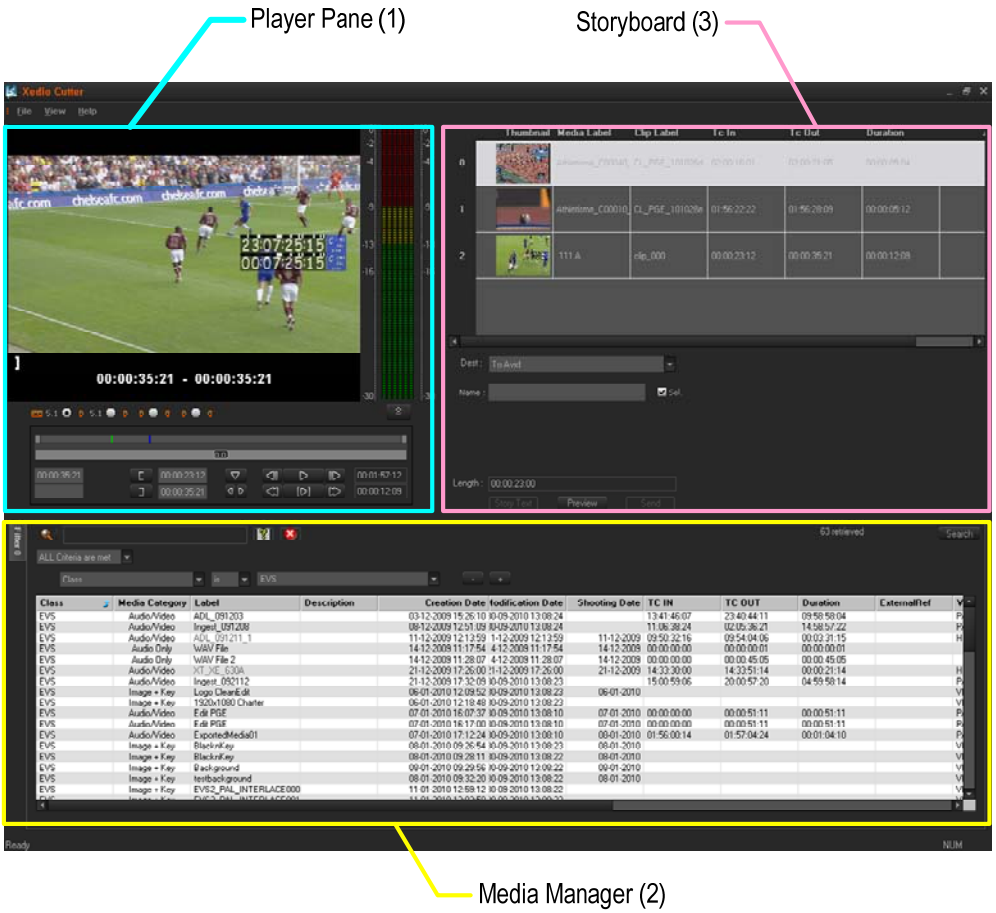
1.2.1 OPENING XEDIO CUTTER

To start the Xedio Cutter application, click on the Xedio Cutter icon on the desktop.

This will display a login screen where you need to enter your username and password.

1.2.2 OVERVIEW OF THE XEDIO CUTTER WINDOW

The Xedio Cutter graphical interface contains three main areas highglighted in the screenshot below:



THE PLAYER PANE (1)

This is used to load and play media, to make clips and create the elements to place into the storyboard area. All types of media and clips can be played back but clips can only be made from video assets.

When the **Preview** button is pressed, the Player window is replaced by the Storyboard Preview window.

THE MEDIA MANAGER (2)

This is used to select the media to view in the Player window. It has the same powerful filtering and search attributes as other parts of the Xedio Suite of applications: this makes finding the required material an easy process.

THE STORYBOARD (3)

When clips are ready to export, they are added to the Storyboard area using the drag-and-drop technique. The order in which the clips appear in the list will be the order they are placed when exported.

1.3 PROCESS OVERVIEW

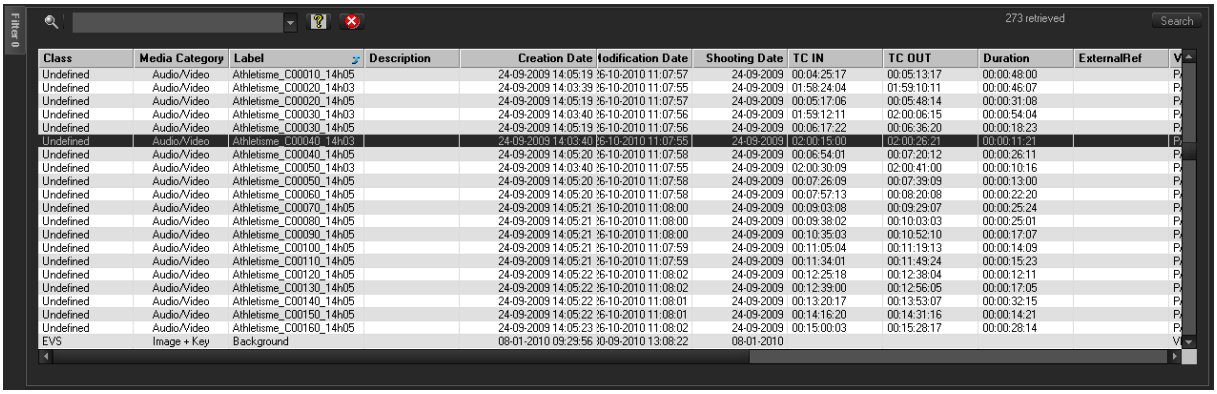
The use of Xedio Cutter can be summarized as follows:

Step		See ...
1.	Select a media from the Media Manager	Section 2 on page 4
2.	Load it on the Player Pane	Section 3.4 on page 25
3.	Make a new clip	Section 3.5 on page 26
4.	Send the clip to the Storyboard	Section 4.1.1 on page 27
5.	Preview the Storyboard in the Player Pane	Section 4.2 on page 29
6.	Export the Storyboard	Section 4.3 on page 30

2. Media Manager

The Media Manager pane allows you to quickly find and browse the available A/V media present within the database.

2.1 OVERVIEW OF THE MEDIA MANAGER



The upper part of the pane gives access to the different filters which can be applied to the media list.

The element list displays the list of all media present in the database, or it returns the result of a search applied to the list.

2.2 MEDIA LIST

DISPLAYED COLUMNS

It is possible to re-arrange the columns order, and to add or remove some columns.

Right-clicking on any of the column headings displays a contextual menu. The Choose Displayed Columns option opens the Select Visible Columns window allowing you to choose the columns you want to be displayed in the element list.

The column width and order can be adjusted using drag and drop techniques.

MEDIA LIST CONTEXTUAL MENU

A contextual menu is available when you right-click on a media item in the list:

Menu Item	Description
Play	Loads the media on the Player window.

Menu Item	Description
Render List	Opens the Render List window listing all types of rendering that have been done with the media.
Archive History	Opens the Archive History window listing the archive and restore processes that were achieved for the selected media.
View Properties	Opens the Media Properties window which shows the properties for the selected media. If a default metadata profile has been defined for the media, a metadata tab is displayed and allows to modify the media metadata values.

2.3 USING FILTERS TO SEARCH THE DATABASE

INTRODUCTION

When the database contains large amounts of data, it may become difficult to find a specific element. The Xedio Suite offers several ways to speed up your search:

- quick text search
- filters on parameters

By default, the columns that are taken into consideration for the Quick Text Search are the ones currently visible in the grid.

If you wish to search in other columns, and view the string you are searching for in the columns, you can:

- add other columns to the element list view
- use Filters, as explained in section 'Advanced Filters' on page 7

These search tools are explained in detail below.

All these search tools can be combined and they can be saved for later use. These Saved Filters can then be applied in one click.

QUICK TEXT SEARCH

Introduction

The Quick Text Search field is always available on the top of the database content list:

It allows searching for a string in the displayed columns.

The Quick Text Search option obeys specific rules which can be accessed via the

Help button next to the Quick Text Search field.

For more details on these rules, refer to the section 'Quick Text Search Rules', on page 6.

How to Perform a Quick Text Search

To perform a Quick Text search, proceed as follows:

1. Show the columns you wish to perform a quick search on.
2. Type a search string in the Quick Text Search field, based on Quick Text search rules available from the Help button and detailed in section 'Quick Text Search Rules' on page 6.

3. Depending on whether the AutoRefresh Filtering setting is selected or not, you may have to press the Search button to apply the Quick Text Search. Refer to the tab Software > Parameter Profiles > General > General.

   The Quick Text Search is applied and the search result is displayed in the grid.
4. To clear the applied Quick Text Search, click the red "X" icon to the right of the search field or select <empty> from the Quick Text Search field.
5. The Quick Text Search field is a combo box that gives access to the last 10 previously searched strings.

   Select a filter from the list of the Quick Text Search field to apply a previous search.

Quick Text Search Rules

The string that you enter in the Quick Text Search field is analyzed according to the following set of rules, which can be accessed via the Help button next to the Quick Text Search field.

The free text search is not a case sensitive operation.

Search String	Search Result
Yellow card	Searches for the strings '*yellow*' and '*card*', even if in two different fields (columns), for example '*yellow*' in Name and '*card*' in Keywords. For example a clip named '*The Yellow Man*' with keywords '*Red Card*' will be found, since it has yellow and card in 2 different

Search String	Search Result
	fields.
"Yellow card"	Searches for strings containing '*Yellow card*'.
Yellow | card	Searches for '*yellow*' or 'card', even if in two different fields (columns), for example '*yellow*' in Name or '*card*' in Keywords. Spaces around the | sign are mandatory.
yell*	Searches for '*yell*' at the beginning of a string.
*low	Searches for '*low*' at the end of a string.
Ye*low	Searches for strings with '*ye*' at the beginning and '*low*' at the end.
Ye*low 123	Searches for strings with '*ye*' at the beginning and '*low*' at the end and which contains '*123*'.
=card	Searches for a string exactly equals to '*card*'. For example, if a field contains '*yellow card*', the =card condition will not return any result.
="yellow card"	Searches for a string exactly equals to '*yellow card*'. The use of quotes is required due to the space between '*yellow*' and '*card*'.

ADVANCED FILTERS

Filters are available for more detailed search operations. The parameters available for filtering operations are the column headings and any metadata associated by the user.

Filter Activation

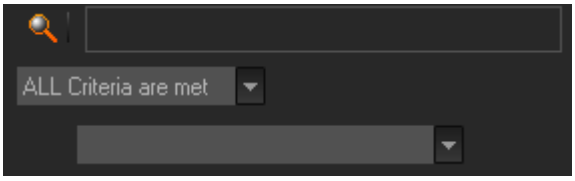
Show/Hide Filter Button

To display, or hide, the Filter extended area, click the Show/Hide Filter button over the grid.

Filter Button Display	Meaning
(dimmed)	The Show/Hide Filter button is dimmed when all filter criteria are hidden. Consequently, the filters are inactive.
(red)	The Show/Hide Filter button is red when the filter extended area is visible, even if no filtering criterion is applied.

Filter Extended Area

The Filter extended area is as follows:



The first field under the **Show/Hide Filter** button lists three options for the combination of criteria to be taken into account during the filtering operation.

The second field is a filter field allowing the users to select a first filter parameter.

Criteria Combination

The available options are detailed in the table below:

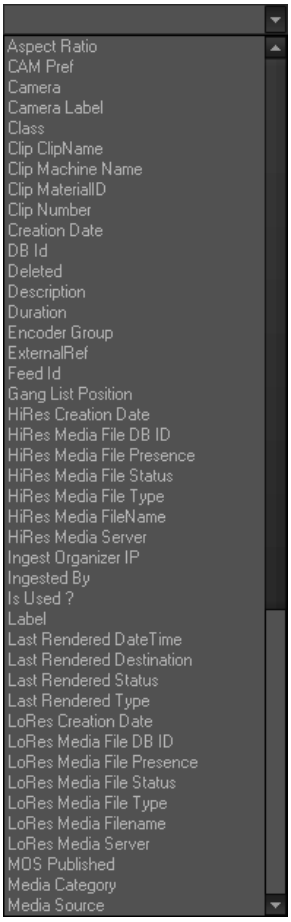
Option	Meaning
ALL criteria are met	All the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill all the selected filter criteria.
ANY criteria is met	At least one of the criteria selected in the **Filter** fields must be met. The media displayed in the results list fulfill at least one of the selected filter criteria.
NO criteria is met	None of the criteria selected in the **Filter** fields displayed under the **Criteria Combination** field must be met. The media displayed in the results list fulfill none of the selected filter criteria.

Filter Fields

Under the **Criteria Combination** field, the users will be able to select as many filter parameters as they want and to choose specific value(s) for these filter parameters. The use of **Filter** fields is explained in the next section.

Filter Fields

The **Filter** field provides the list of all the parameters on which a search can be performed. The following screenshot is an example of such a list. The options may differ between the applications of the Xedio Suite.

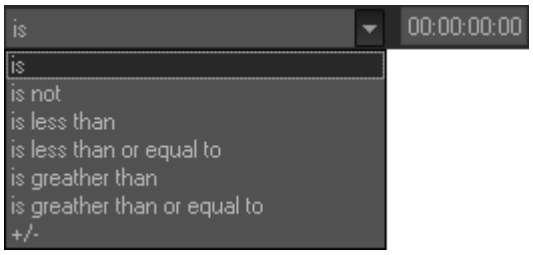


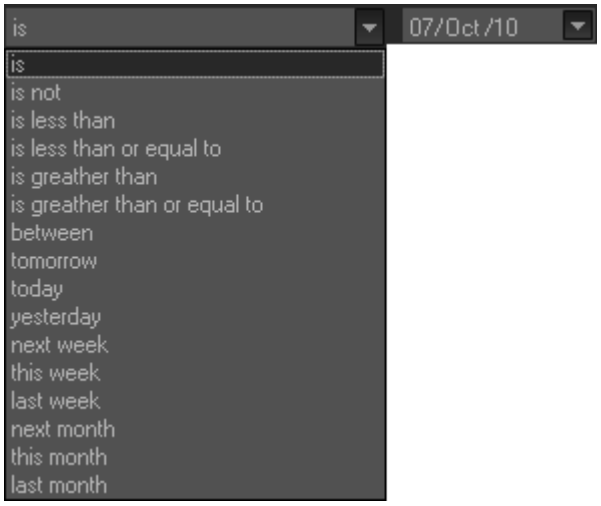
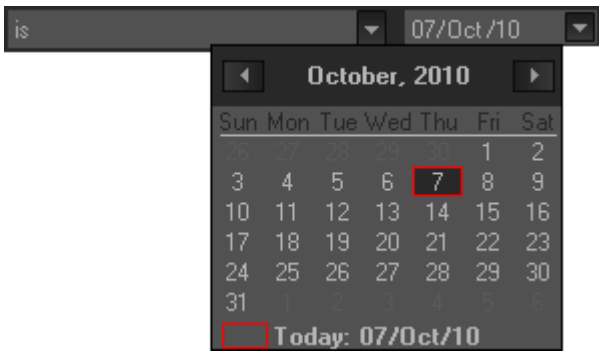
Once a parameter has been selected, an entire line is displayed.

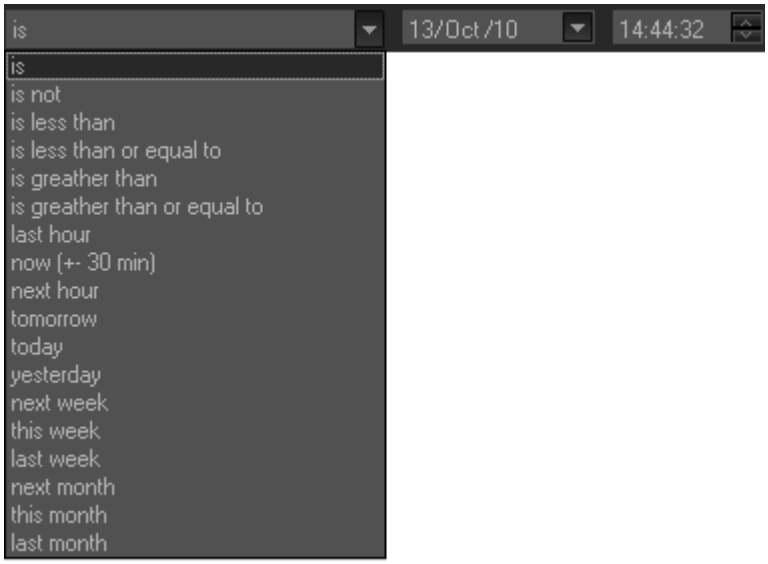
Interface Element	Description
1	Selected filter parameter.
2	Various fields used to enter the filter criteria. Refer to section 'Search Fields Types' on page 10.
-	Used to remove the corresponding filter line.
+	Used to add a new filter line.

Search Fields Types

According to the selected filter parameter, different types of search fields will be displayed. They are detailed in the table below.

Filter Parameter Type	Displayed Criteria Fields
Timecode or Duration Parameter Such as TC IN, TC OUT, Duration...	 Select a logical operator in the first field and then enter a timecode or duration value in the second field.
Range Such as Timecode Range	 Select an option from the first field and then enter a timecode value. This will include, or exclude, media containing the specified timecode value.

Filter Parameter Type	Displayed Criteria Fields
Date	Several Date Search filters exist. They are described below.
Such as Creation Date	a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date (e.g. with **is**...): a calendar will be displayed for the selection of a date.  • Search based on an interval (e.g. with **between**...): two calendars are displayed for the selection of two dates. • Search based on a specific date calculated from the current date (e.g. with **tomorrow**, **last month**,...): no other field appears.

Filter Parameter Type	Displayed Criteria Fields
Time Such as Last Rendered Date Time	Several Date Search filters exist. They are described below. a. Select a condition or a logical operator in the first field  b. This will condition the next step: • Search based on a specific date and time (e.g. with **is**...): two additional fields will be displayed, a calendar for the selection of a date and drop-down list for the selection of time. • Search based on a specific date and time calculated from the current date and time (e.g. with **next hour**, **last month**,...): no other field appears.
Number Such as DB Id	 Select a logical operator in the first field and then enter a number in the second field. **Note** <> means 'differs from'

Filter Parameter Type	Displayed Criteria Fields
Option List Such as Video Standard	Select a condition in the first field Click the button to display the list of options available for the selected filter parameter. Example for the Video Standard: Select an option from the list.
Boolean Such as Published	Select Yes or No from the single criteria field
Free Text Such as Label	 Select a condition in the first field and then enter text in the second field.

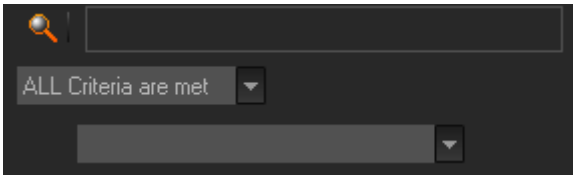
How to Perform a Search through Filter Fields

To enter search values in the Filter fields, proceed as follows:

1. Choose the columns you wish to perform a search on.

2. Click the **Show/Hide Filter** button

   The following Filter area is displayed:

3. Select a criteria combination from the list:

4. Select a filter parameter from the filter parameter list.

   An entire line, corresponding to the selected filter parameter, is displayed:

5. Enter filter criteria as explained in section 'Search Fields Types' on page 10.

   For free text fields, press ENTER to apply the filter.

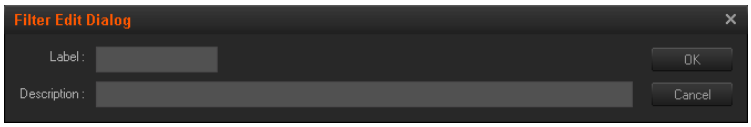
   Otherwise, the results list is automatically restricted.

6. If required, click the + button to add a filter parameter.

USING SAVED FILTERS

Once you have defined a filter criterion, you may want to save it for later use. You will then be able to apply the same filter with a single click.

Right-clicking in the Filter 0 tab displays a contextual menu with the following options:

Menu Option	Description
Create New Filter	Allows to create a new filter tab. 
Save Filter As	Allows to create a new filter tab in which the current search filter will be saved.
Filter Properties	Allows to change the name and/or description of the selected filter tab.
Reset Filter	Removes all search criteria on the selected filter tab.
Delete Filter	Removes the filter tab.

How to Save Filters

To save filters, proceed as follows:

1. Define the filter or filters combination you wish to save, as explained above.
2. Right-click the Filter 0 tab.
3. Select Save Filter As from the contextual menu.
   The Filter Edit Dialog box opens.
4. Enter a label for the tab you are going to create and, if required, enter a description.
5. Click OK to confirm.
   The new filter tab is displayed on the left of the list.

How to Apply a Saved Filter

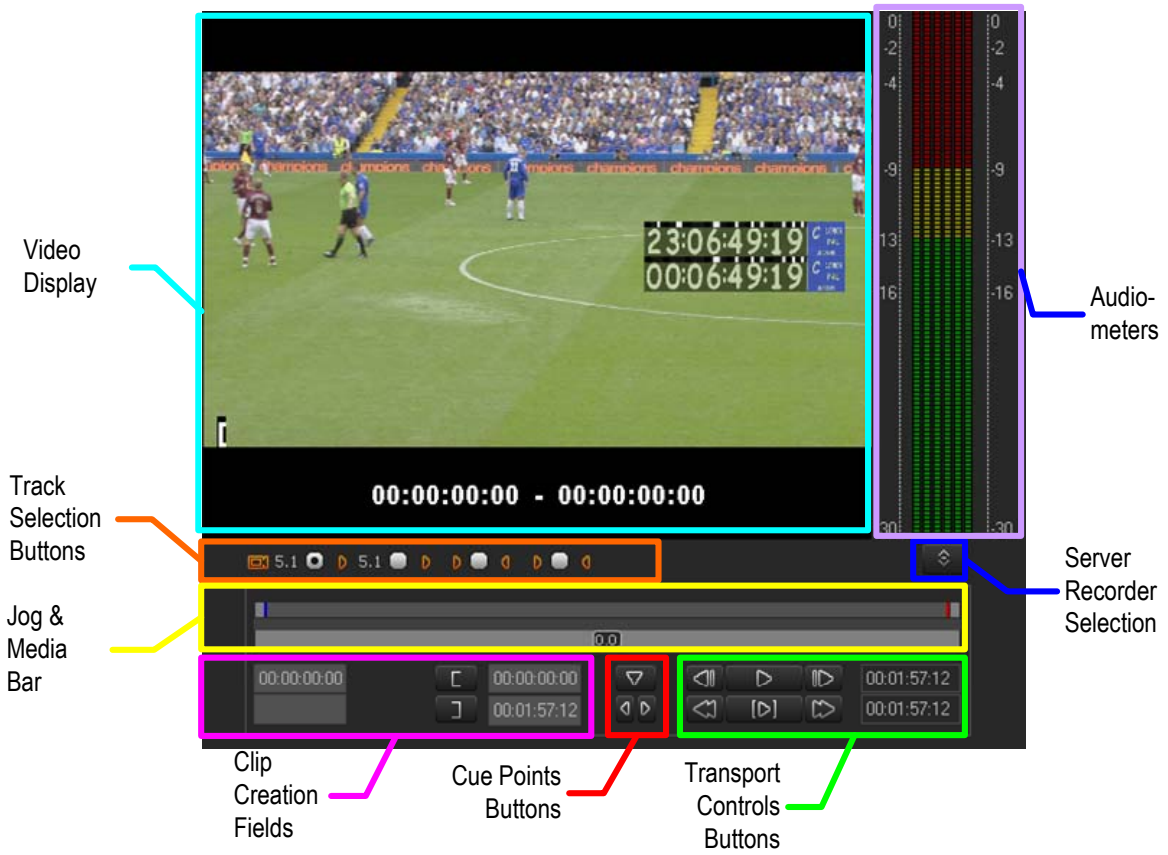
To apply a saved filter, simply click the corresponding tab.

3. Player

The Player is used to load and play media from the Media Manager area, to make clips and create the elements to be placed in the Storyboard area.

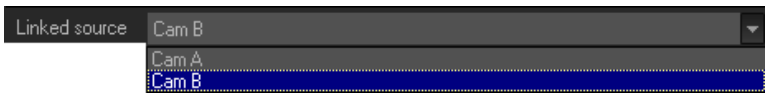
3.1 OVERVIEW OF THE PLAYER PANE

The Player pane provides a video display, a media bar and a jog bar to navigate within the element, video and audio selection and monitoring buttons, transport buttons and timecode fields, audio vumeters.

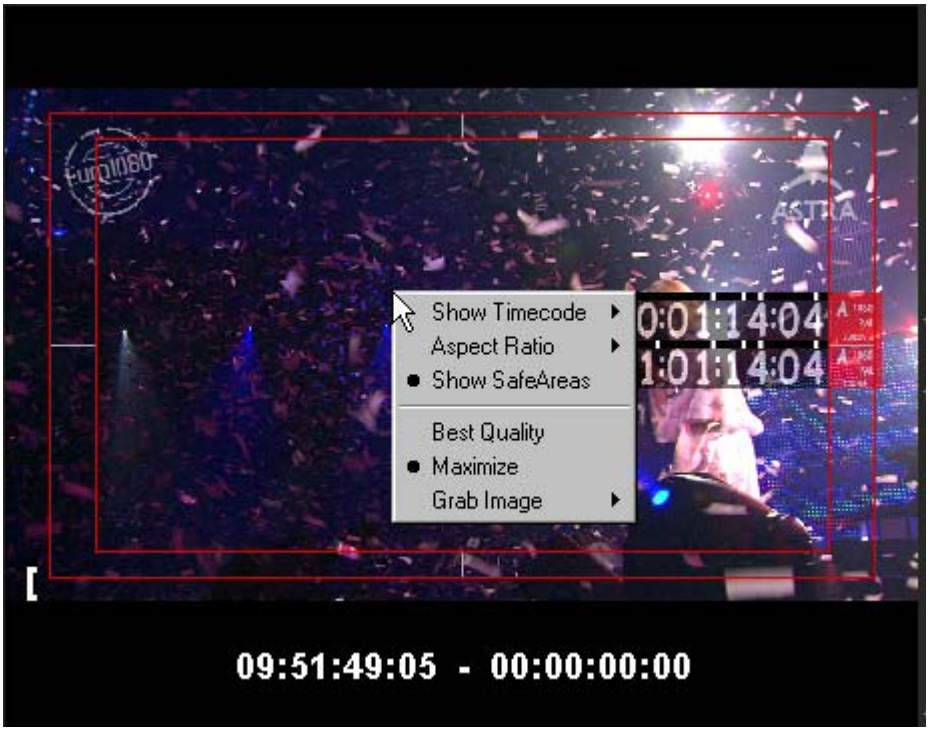


The following table briefly describes the various zones on the Player area and refers to the section where the fields are detailed.

Zone	Description
Video Display	It displays the video material loaded on the Player. Parameters related to the display are available via a contextual menu. See also the section 3.2 'Video Display of the Player' on page 18.

Zone	Description
Track Selection Buttons	They allow the user to select the tracks to be taken into account for the loaded material. See also the section 3.3.5 'Clip Video and Audio Selection Functions' on page 22.
Jog and Media Bar	They allow the user to navigate in the loaded material, to place IN, OUT and nowline points, as well as to modify the playback speed of the material. See also the section 3.3.2 'Media Bar and Jog Bar' on page 20.
Clip Creation Fields	They are used to create new clips, and get the exact timecode of the nowline, IN and OUT points. See also the section 3.3.3 'Clip Creation Functions' on page 21 and 3.3.4 'Timecode Information' on page 21.
Cue Point Icons	The cue points make it possible to add reference points to easily identify positions of interest in the loaded media. See also the section 3.3.6 'Cue Points' on page 24.
Transport Control Icons	They are used to play back the loaded media. See also the section 3.3.1 'Player Transport Controls' on page 19.
Server Recorder Selection	The button acts as a toggle switch between the Track Selection buttons and the camera selection list  Several cases can occur: • If a record train of an EVS Video Server is loaded, this allows the user to load another record train on the given server. • If a clip belonging to a group of linked clips is loaded (for example, clips created with ganged channels in IPDirector), the list displays the various camera angles and allows the user to select a clip linked to the one loaded. • If an individual clip is loaded, only its recorder channel is available. • If a media ingested from an encoder is loaded, the button is not available.

3.2 VIDEO DISPLAY OF THE PLAYER



When you right-click on the Video Display area of the Player pane, a contextual menu appears. This gives display options for the video:

Option	Description	
Show Timecode	This option offers four choices to display timecode on the Player window:	
	none	does not display timecode
	Intra TC	shows the original timecode of the media
	Start TC	shows a counter starting with 0 at the first frame of the media
	Both	displays both the counter and the original timecode
Aspect Ratio	This option offers a choice of aspect ratios for the display: Auto, 4:3 or 16:9.	
Show SafeAreas	This option displays a safe area cage on the window to determine which areas of the picture will be seen. This allows to check the size of graphics within the media for safe display.	
[Playback Quality]	It is also possible to choose the quality of the playback display used by the window: Best Quality, Maximize or Stretch.	

3.3 PLAYER FUNCTIONS

3.3.1 PLAYER TRANSPORT CONTROLS

Operation	User Interface Button	Description
Play and Stop		Button used to start/stop the preview (video and/or audio) of the loaded media.
Play when recorded	CTRL +	This starts the playout at the end of a media currently being recorded.
Play from IN to OUT		Button used to play from the marked IN point to the OUT point.
Loop	CTRL +	This loops the playout from IN to OUT.
Goto IN	CTRL +	This moves the current nowline position to the already existing IN point.
Goto OUT	CTRL +	This moves the current nowline position to the already existing OUT point.
Goto Previous Frame		Button used to move from the current position to the previous frame.
Go 10 frames backward	CTRL +	This is used together to move 10 frames backward.
Goto Next Frame		Button used to move from the current position to the following frame.
Go 10 frames forward	CTRL +	This is used together to move 10 frames forward.
Fast Rewind		Button used to start moving backwards through the media at a preset fast speed. The speeds are set in the Database Manager application.
Increase Rewind Speed	CTRL +	This increases the fast rewind speed.
Fast Forward		Button used to start moving forwards through the media at a preset fast speed. The speeds are set in the Database Manager application.
Increase Forward Speed	CTRL +	This increases the fast forward speed.

Please refer to the Xedio Manager user manual for a comprehensive list of the shortcuts.

3.3.2 MEDIA BAR AND JOG BAR

JOG

The lower area is the jog bar.

Dragging the jog bar allows you to move within the media at a variable speed, shown on the icon, depending on:

- the position of the speed indicator
- the speed range covered by the jog area. The default range is set from -2 to +2 in Xedio Manager but can be modified.

Audio can be heard when using the jog.

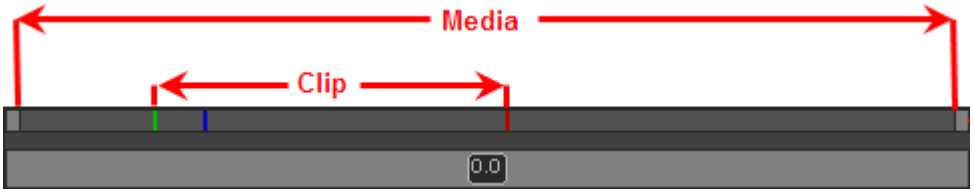
MEDIA BAR

The upper area of the bar represents the whole original media of the element currently loaded in the Player window.

The middle area, represented by a dark grey zone, is a shuttle control. This zone shows the portion of the media out of the whole media included in the top area and the position in the whole media:

When a media has just been loaded, the top area represents the whole media: The dark grey area represents the whole media and covers the whole space in the middle area.

When Mark IN and Mark OUT points have been set within the loaded media, the top area represents the whole media. The dark grey area represents the whole media and covers the whole space in the middle area.



- A double-click on the dark grey area will toggle the portion covered by the upper area from the entire media length to the clip length (between Mark IN and Mark OUT). The dark grey area is reduced to represent the clip length and position with regard to the whole media.

- If you click on the dark grey area and drag it, you shift the portion of media included in the top area. The dark grey area is enlarged or reduced accordingly.

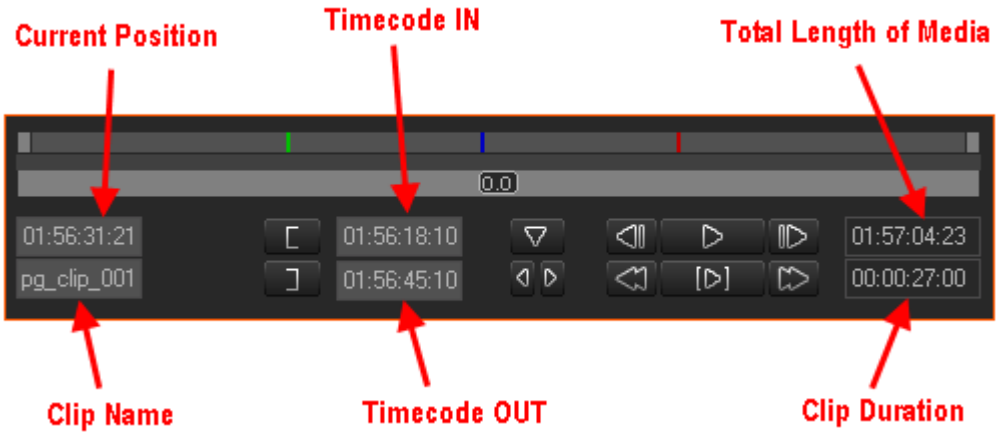
In this case, if the portion of the upper area covers only a part of the media, the nowline may disappear. Then, a red indicator, on the left side or on the right side of the media bar will be displayed.

A click on that indicator will focus on the nowline.

3.3.3 CLIP CREATION FUNCTIONS

Operation	User Interface Button	Description
Mark IN		Sets an IN point at the current position. The timecode of the IN point is then displayed in the IN field.
Mark OUT		Sets an OUT point at the current position. The timecode of the OUT point is then displayed in the OUT field.

3.3.4 TIMECODE INFORMATION



New!

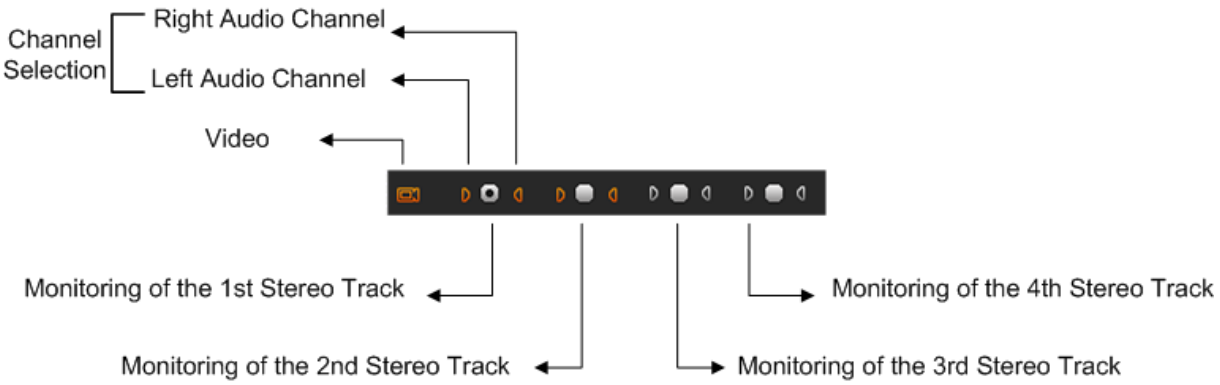
3.3.5 CLIP VIDEO AND AUDIO SELECTION FUNCTIONS

When making a clip, the video and audio required can be selected using the buttons underneath the Video Display.

OVERVIEW

All the available audio sources from a clip are displayed below the Player.

The video and audio track buttons are represented as follows:


Channel Selection
Right Audio Channel
Left Audio Channel
Video
Monitoring of the 1st Stereo Track
Monitoring of the 2nd Stereo Track
Monitoring of the 3rd Stereo Track
Monitoring of the 4th Stereo Track

A stereo track is represented by .

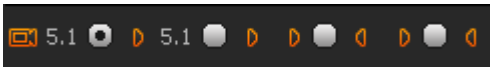
A 5.1 track is represented by

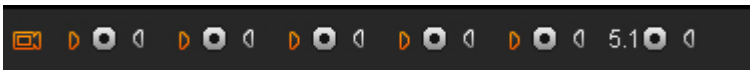
In stereo mode, up to 8 tracks appear as follows:

(8 stereo)

(4 stereo)

In 5.1 and stereo mode, up to 16 channels can be shown as follows:

 (two 5.1 tracks and two stereo tracks)

 (one 5.1 track and six stereo tracks)

VIDEO AND AUDIO SELECTION

Clicking on the Video button will remove the video from the Player window. The displayed button will turn to white.

Clicking on the left or right triangle of an audio stereo track will disable respectively the left or right channel of the corresponding audio track. The displayed button will turn to white.

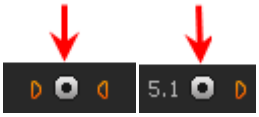
A 5.1 audio track is disabled by clicking the loudspeaker button on the right of the radio button

The table summarizes how the icons look like depending on the selection:

	Enabled	Disabled
Video		
Audio		

AUDIO MONITORING SELECTION

The radio buttons between each pair of stereo audio channel buttons or next to a 5.1 audio channel button allow the selection of one audio track for monitoring:

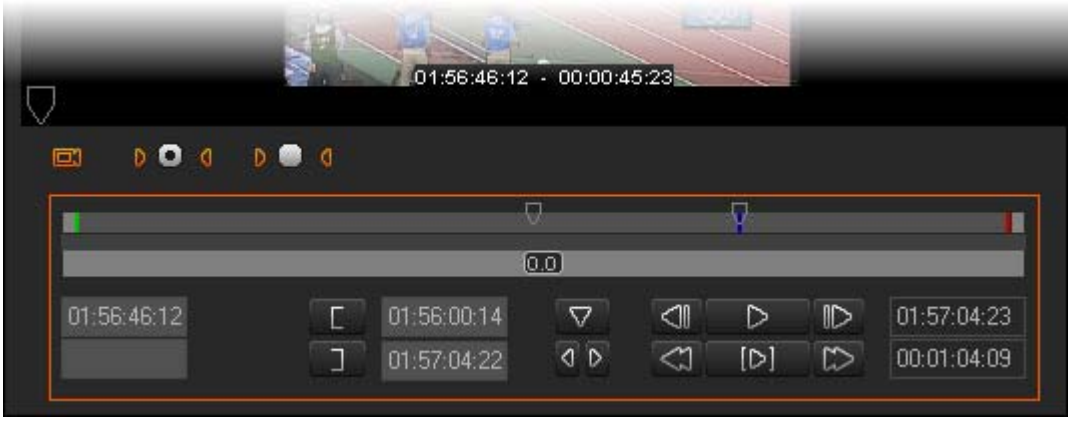


AUDIOMETERS

A set of audiometers are displayed on the right side of the Video Display. The number of audiometers differs according to the audio track selected: 6 for a 5.1 track, 2 for a stereo track.

3.3.6 CUE POINTS

Cue points are reference marks that can be placed wherever needed on the loaded media. Their purpose is to mark points of interest on the media and to facilitate rapid movement between them.



-

  This button creates the mark on the media at the nowline position and is visible as a triangle on media bar at the corresponding video frame.

- CTRL +

  This removes a cue point when the nowline is placed on it.

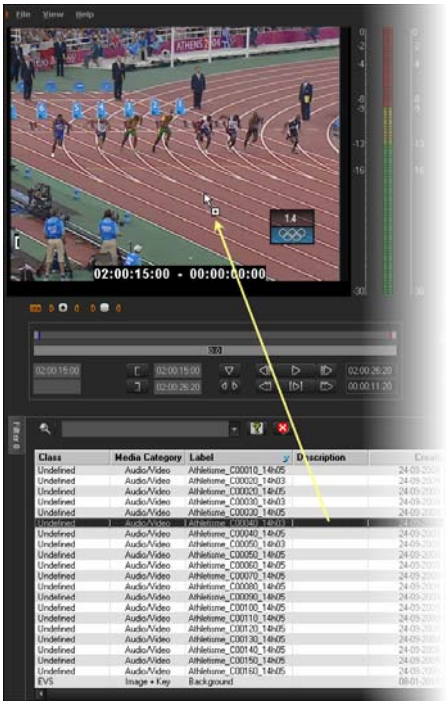
-

  The Goto Previous Mark and Goto Next Mark buttons allow movement between the marked frames.

3.4 LOADING MEDIA ON THE PLAYER WINDOW

You can proceed in different ways to load media on the Player:

- Drag the media from the Media Manager window to the Player window:



- In the Media Manager, double-click the media to load
- In the Media Manager, right-click on an element from the list and select Play from the contextual menu:

The Player window will display the selected element.

3.5 MAKING A CLIP

When a media has been loaded on the Player Panel, a clip can be made from the media.

To do so, proceed as follows:

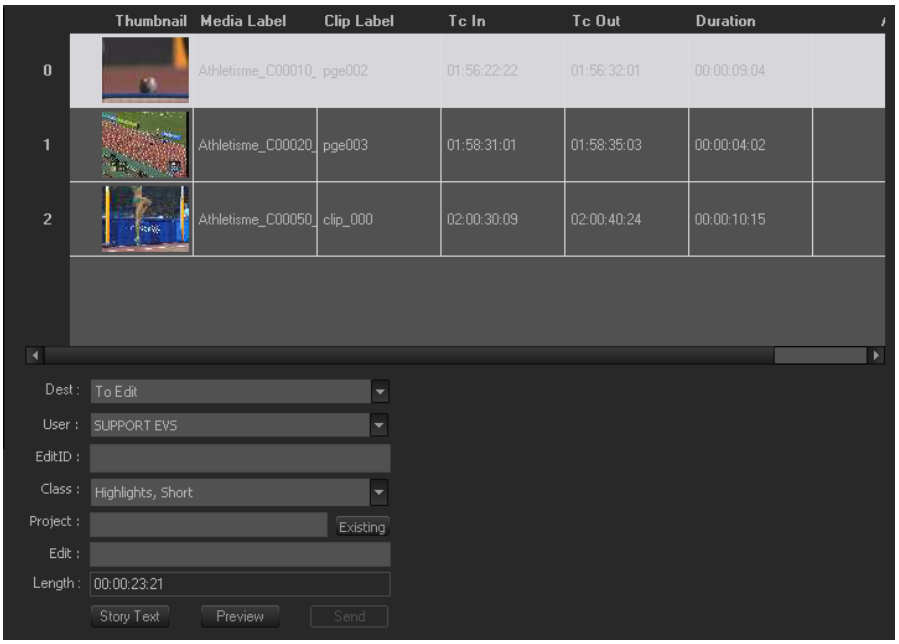
1. Determine the IN point for the clip in one of the following ways:
   - use the transport functions, or
   - drag the nowline to the selected position, or
   - enter a value in the IN field
2. Press the button to mark the IN point.

   On the video display, a ' [' is shown on the frame and a green line appears on the media bar.
3. Determine the OUT point for the clip in one of the following ways:
   - Use the transport functions, or
   - Drag the nowline to the selected position, or
   - Enter a value in the OUT field.
4. Press the button to mark the IN point.

   On the video display a '] ' is shown on the frame and a red line appears on the media bar.
5. If needed, select the audio for the clip.
6. Enter a name for the clip in the Clip Name field.

You can then use the clip in the Storyboard.

4. Storyboard

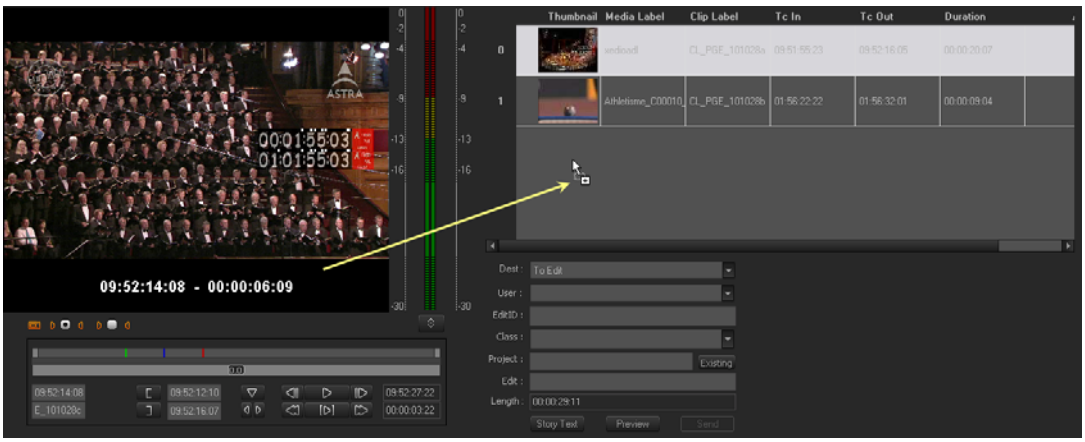


When clips have been marked in the Player pane and are ready to export, they can be dropped into the Storyboard area.

4.1 CREATING AND MANAGING THE STORYBOARD LIST

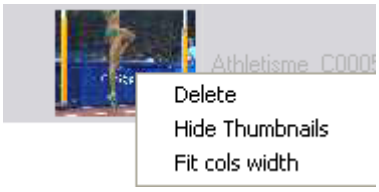
4.1.1 ADDING A CLIP TO THE STORYBOARD

To add a clip or media to the list, drag it from the Player window onto the Storyboard area. It will always be added at the end of the list.



4.1.2 REMOVING A CLIP FROM THE STORYBOARD

To delete a clip that has been placed in the list, right-click on its item and select Delete from the contextual menu.



4.1.3 STORYBOARD DISPLAY

SHOWING THUMBNAILS

To show or hide the thumbnails, right-click on the Storyboard window and select Show thumbnails or Hide thumbnails from the contextual menu.

ADJUSTING THE COLUMNS WIDTH

To change the width of the different columns displayed for the list, do one of the following:

- click on the column separator in the title line and drag it to the desired position

or

- right-click on the Storyboard window and select "Fit cols width" from the contextual menu to automatically adjust the width of all the columns to their content size.

4.2 PREVIEWING THE LIST

To preview a Storyboard, click the **Preview** button below the Storyboard area. This will load the Storyboard Preview window on the Player window.

The play button allows the playout to start while a progress bar shows how far the list has played.

The clips will be played in the same order as they appear in the list.

4.3 EXPORTING THE LIST

4.3.1 HOW TO EXPORT THE LIST TO CLEANEDIT

To export the storyboard to CleanEdit for use on the timeline, proceed as follows:

1. Select **To Edit** from the **Dest** field on the Export area.
2. Select a user in the **User** field.
3. If desired, select a class from the **Class** field.
4. Enter a project name in the **Project** field. This could be an existing known project from the selected user or a new project name.
5. Enter a new edit name in the **Edit** field to place the clips in the timeline in the same order as they appear in the storyboard.
6. A text note can be added and linked to the edit. Click the **Story Text** button on the panel and enter the desired text.
7. Click the **Send** button.

A confirmation message will be displayed to show a successful edit creation in the database. Click **OK**.

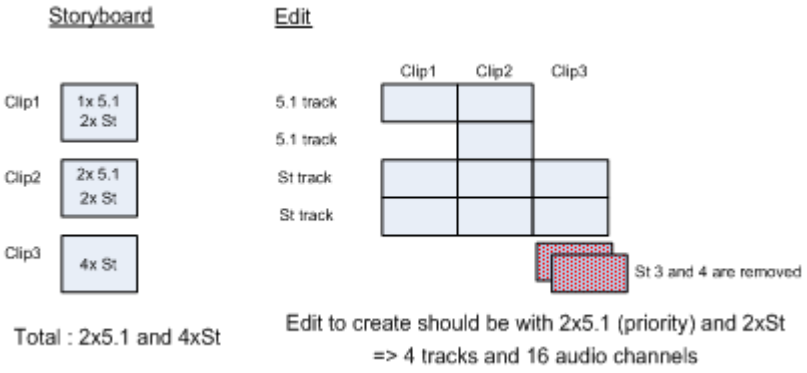
New!

4.3.2 AUDIO MANAGEMENT FOR THE EXPORTED EDIT

Clips copied to the storyboard do not have necessarily the same audio tracks. The number of audio channels in the exported edit cannot exceed 16. So, in certain circumstances, some audio channels can be discarded.

The rule applied for the selection of audio channels is the following: audio channels are taken in the order clips are listed in the storyboard.

Example:



In the example:

- Clip 1 contains one 5.1 track and two stereo tracks, which corresponds to 10 audio channels. All these tracks can be used in the edit.

- Clip 2 contains two 5.1 tracks and two stereo tracks. The first 5.1 track and the two stereo tracks are automatically taken into account as they are already used for Clip 1. As 6 audio channels are still available, the second 5.1 track can be taken into account as well.
- Clip 3 contains four stereo tracks. The two first stereo tracks can be used as they are already taken into account for the previous clips. As the 16 available audio channels are already used, the two other stereo tracks cannot be used and are dropped from the exported edit.

4.3.3 How to Export the List to a Playlist

To export the storyboard to a playlist for use in Playout Organizer, proceed as follows:

1. Select To Playlist from the Dest field.
2. Select a user in the User field.
3. Enter a playlist name in the Playlist field.
4. Click the Send button on the panel.

A confirmation message will be displayed to show a successful playlist creation in the database. Click OK.

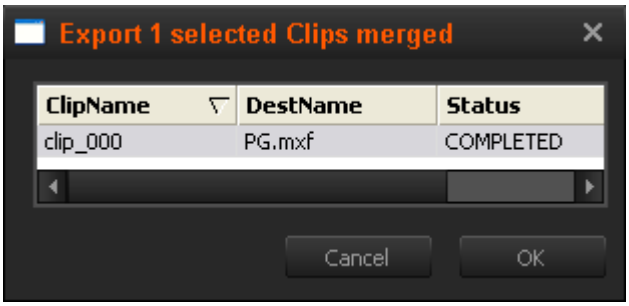
4.3.4 How to Export the List as a File

To export the storyboard as a file for transfer and use with external programs, proceed as follows:

1. Select To File from the Dest field.
2. Select a codec from the Codec field to encode the clips.
3. Enter a file name prefix in the Prefix field.
4. Select the Merge option to merge the storyboard clips in one single output file otherwise all clips will be saved each as a separate file.
5. Select the Sel. Only option to output only the selected clips in the list otherwise all clips will be used to generate the output.
6. In the Path field, enter or select the directory and its path where to save the output files.
7. Click the Send button.

A progress bar will be displayed to show the encoding progress and the estimated remaining time.

After the encoding is completed, a list of generated files will be displayed.


Export 1 selected Clips merged
ClipName
DestName
Status
clip_000
PG.mxf
COMPLETED
Cancel
OK

Click OK.

Instant Tapeless Technology

EVS Broadcast Equipment
Liège Science Park
16, rue Bois St Jean
B-4102 Ougrée
Belgium

Corporate Headquarters
+32 4 361 7000

North & Latin America Headquarters
+1 973 575 7811

Asia & Pacific Headquarters
+852 2914 2501

Other regional offices available on
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